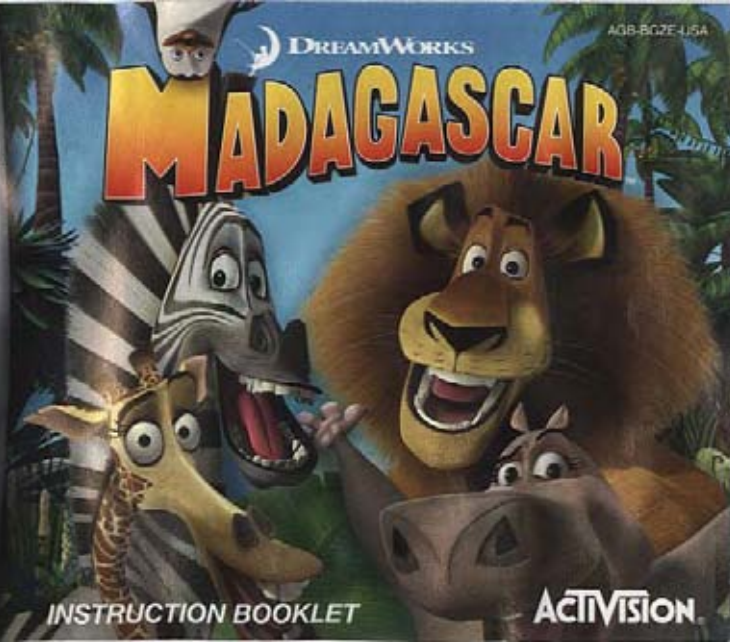


GAME BOY ADVANCE

DREAMWORKS

AGB-BGZE-USA

MADAGASCAR



INSTRUCTION BOOKLET

ACTIVISION

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws. Rev-D (L)



LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

Contents

Getting Started	4
Menu Controls	4
Game Boy® Advance Controls	5
Welcome to <i>Madagascar</i> ™	7
Menu Options	8
Characters	12
Basic Controls/Abilities	17
Map Screen	20
Bonus Levels	20
On-Screen Display	21
Collectibles	22
Credits	24
Customer Support	30
Software License Agreement	35

Getting Started

- Make sure the power switch is OFF.
- Insert the *Madagascar*™ Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the power switch ON.
- To skip the introductory sequence, press START.

NOTE: The Madagascar Game Pak is for the Game Boy® Advance system only.

Menu Controls

+Control Pad: Highlight Menu Selection

A Button: Confirm Selection

B Button: Return to Previous Menu



Game Boy® Advance Controls





Welcome to Madagascar

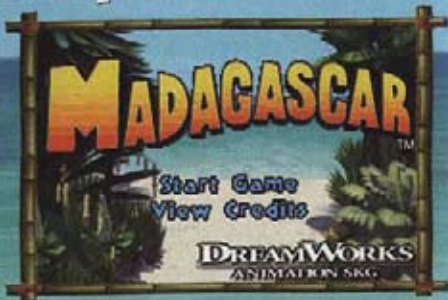
Marty the zebra is celebrating his tenth birthday, but life in the zoo isn't all it's cracked up to be. Tired of performing in the same show every day, Marty craves the excitement and freedom of living in the wild. When some crafty penguins help Marty escape from the zoo, his best friends Alex the lion, Melman the giraffe and Gloria the hippo set off to find him in what turns out to be a bigger adventure than any of them expected.

Get ready for an unforgettable journey across the ocean, from the streets of New York City to the island of Madagascar. To survive in the wild, the four friends have to discover their true animal natures and master their instincts. Fortunately, the locals—a band of partying Lemurs—are ready and willing to help (when they're not too busy hosting a rave). However, the Lemurs may be the ones who need assistance when Madagascar's most dangerous creatures, the Foosa, strike.

Menu Options

Starting a Game

Select Start Game to begin a new adventure or continue an existing one. The *Madagascar* Game Pak can store up to three separate adventures.



New Game

To begin a game, choose a slot that says **New Game**. Select three letters to name your game using the +Control Pad to highlight letters and the A Button to select or the B Button to backspace. Select OK when you're finished.

To load a previously saved game, select one from the list and press the A Button.

NOTE: Saved games show the percentage of the game that's complete.



Erasing a Saved Game

If you wish to erase a saved game, select Erase and confirm your selection.

Note: Once data is erased, it is unrecoverable.

Saving the Game

Saving occurs automatically at the end of each level sequence. The saved game includes coins collected, current health, lives and objectives completed.

View Credits

Select **View Credits** to see all the people who made this game! Press the **A** Button to scroll through the credits faster and press **START** to return to the Main Menu.

Pause Menu

Resume—Press the A Button when Resume is selected to go back to your game.

Quit Level—Choose this option to exit out of the game and return to the level select screen.

Sleep—Pause gameplay and go into sleep mode. Entering sleep mode allows you to conserve battery power without losing your current progress. To enter sleep mode, highlight the **Sleep** option and press the A Button. To wake your Game Boy® Advance, press **SELECT** + the L and R Buttons simultaneously.

Sound—Here you can adjust the sound volume of your game.



Characters

Four Friends

Alex the lion loves his life in the zoo and doesn't understand why anyone would want to leave. He lives a pampered life as the King of New York and enjoys eating juicy porterhouse steaks.

Alex's Abilities

Jump	A Button
Double-Jump	A, A Button
Roar	B Button
Claw Climb	Jump at a wall, then use the +Control Pad to move up or down.



Marty the zebra believes there has to be more to life than the zoo. He dreams of one day escaping into the wild.

Marty's Abilities

Jump	A Button
Kick	B Button
Sneak	Hold ↓ on the +Control Pad while moving left or right.
Hide	Press ↑ on the +Control Pad



Melman the giraffe is a lovable hypochondriac. He's terrified of almost everything, but is very loyal to his friends.

Melman's Abilities

Jump	A Button
Double-Jump	A, A Button
Sneeze Attack	B Button
Hide	Hold ↓ on the +Control Pad.



Gloria the hippopotamus doesn't take nonsense from anyone. Smart and independent, Gloria is a take-charge type who keeps the bunch together.

Gloria's Abilities

Jump	A Button
Stomp	B Button
Swim	Use the +Control Pad to move ← or → while in the water.
Dive	Press ↓ on the +Control Pad while in the water.



The Penguins

Skipper, Kowalski, Private and Rico

These penguins have been trying to escape the zoo for years in their quest to get to Antarctica. They're organized, disciplined and, according to Alex, a little psychotic.

Penguin Abilities

Jump	A Button
Sneak	Press ↓ + ← or → on the +Control Pad.
Karate Chop	B Button



Basic Controls/Abilities

Basic Controls

Run/Turn	+Control Pad
Switch Character	L and R Buttons
Use/Talk	B Button
Continue Dialog	A Button
Pause	Start Button



Abilities

Penguin Trainers—Marty, Alex, Melman and Gloria are powerful animals—they just don't know it yet! Having spent their entire lives in the zoo, they have to learn about their true animal natures to succeed in the wild. Throughout the game, you'll get the opportunity to learn new abilities by talking to the Penguins. The Penguins also give hints on how to complete challenges, so remember to talk to all the Penguins you see!



Switching Characters—In many of the levels, you'll need to select another character to make it through the area successfully. Use the L and R Buttons to switch characters.



Hiding—Sometimes you'll need to hide from enemies. Press **↑** on the +Control Pad when standing in front of a crate to hide inside it. Every time you're spotted, your alert meter goes up. Run away as soon as they spot you! If the meter gets filled, you've attracted too much attention and the mission is over. The squares turn from yellow, to orange and then red every time an enemy spots you.

Map Screen

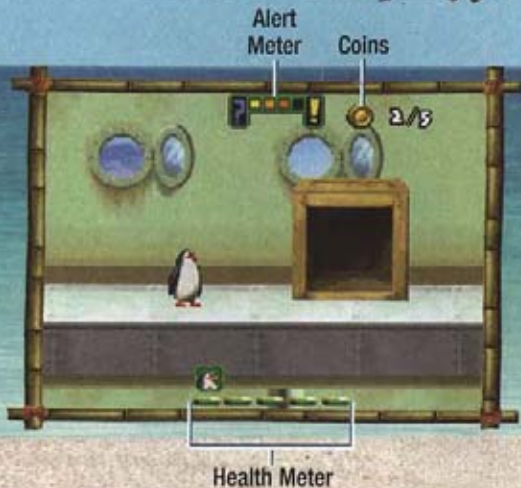
The map guides you to each level in the game. Once you've played through each level, you can go back and replay levels by selecting a level on the map using the +Control Pad.

Bonus Levels

Unlock special bonus levels by collecting coins in the game. Once you've opened a bonus level, you can access it at any time from the Main Menu.

Bonus levels are a true test of skill. Beat your best time if you can!

On-Screen Display



Collectibles



Health

Life flowers give you a boost of health. Every time you collect one, you fill up one of the five slots on your health meter.



Health Meter

The number of filled squares on your health bar indicates how much life you have left.



Alert Meter

In several missions, you must sneak past guards to reach your goal. This meter indicates how much attention you're attracting.



Coins

You'll find coins scattered around in each level. The total amount in the level is displayed at the upper right hand corner of the screen. To collect a coin, simply touch it. Collecting coins unlocks bonus levels!

Credits

VICARIOUS VISIONS

**Co-Head of Vicarious
Visions and VP,
Activision Publishing, Inc.**
Karthik Bala

**VP, Product
Development**
Tobi Saulnier

Project Manager
Robyn Diaz

Design
Jonathon Mintz
Adrian Earle
Leo Zuniga

Design Support
Chris John
Kenneth Bowen
Jorge Diaz

Programming
Robert Trevellyna
Sunbir Gili
Issam Khalil

Artists
Yin Zhang
Chongguang Zhang
Sam Crowe

Animation
Chris Sinclair
Nathan Hawkinson

Audio
Shin'en Multimedia

Testers
Anthony Butler
Dylan Farley
Natakoo Goldin-Lomerson
Tyler Holloway
Noel Holloway
Doug Santeramo
Emily Tirella
Sierra Wallace
Conor White
Yu Zhang
Tim "Tiger" Wiersun
Danny Wiersum

Special Thanks
Steve Derrick
Di Davies
Team Baisoku

DREAMWORKS ANIMATION

Anne Globe
Amy Krider
Meaghan Nix
Sunny Park
Rick Rekedal
Paul Elliott
John Moore
Tom McGrath
Eric Darnell
Mireille Soria
Teresa Cheng
Rex Grignon
Denis Couchon
Kendal Cronkhite
Zoe Shepherd
Colleen Leonard

ACTIVISION *Production*

President,
Activision Publishing
Kathy Vrabeck

VP, North
American Studio
Laird Malamed

Managing Producer
Nicole Willick

Producer
Ken Fox

Production Tester
Vanessa Schlais

Localization Producer
Ryan Rucinski

Localization Coordinator
Andre Kinniebrew

Technology Director
Matt Wilkinson

Special Thanks
Suzy Luko
Kelly Byrd

***Quality Assurance/
Customer Support***

Project Lead
Mike Ortiz

Senior Project Lead
Jason "Fox" Potter

QA Manager
Tim Vanlaw

Test Team

Reshan Sabaratnam
Prommet Srinara
Jeff Rizzo
Hugh Bach
Garrett Oshiro
David Bunting
Charlie Barkhorn
Dan Davis
Jared Pruett
Robert Alvarez
Walter Williams
Tim Toledo

**Manager, Technical
Requirements Group**
Marilena Rixford

**Sr. Lead, Technical
Requirements Group**
Silón Rodriguez y Gibson

**Project Lead, Technical
Requirements Group**
Aaron Camacho

**Testers, Technical
Requirements Group**
Robert Lara
Marc Villanueva
Kyle Carey

Customer Support Leads
Gary Bolduc –
Phone Support
Michael Hill –
E-mail Support

CS/QA Special Thanks

Jim Summers
Jason Wong
Joe Favazza
Adam Hartsfield
Jason Levine
Nadine Theuzillot
Ed Clune
John Rosser
Glenn Vistante
Matt McClure
Indra Yee
Joule Middleton
Todd Komesu
Willie Bolton
Chad Siedhoff
Jennifer Vitiello

Nick Favazza
Mike Rixford
Tyler Rivers
Jeremy Shortell
Chanel Campbell

Marketing and PR
**Vice President, Global
Brand Management**
David Pokress

**Director, Global
Brand Management**
Rachel Silverstein

Global Brand Manager
Jennifer Daniels

Associate Brand Manager
Cindy Liu

**Manager, Corporate
Communications**
Lisa Fields

Publicist
Kate Mitchum

Trade Marketing Manager
Anne Leuschen
Director, Market Research
Chris Langlois

Legal
George Rose
Greg Deutsch
Jay Komas
Phil Terzian
Mike Larson

Legal Coordinator
Danielle Kim

Music Department
**Worldwide
Executive of Music**
Tim Riley

**Music Supervisor and
Licensing Coordinator**
Brandon Young

Creative Services
**VP, Creative Services
& Operations**
Denise Walsh

**Director,
Creative Services**
Matthew Stainner

**Creative
Services Manager**
Jill Barry

**Creative Services
Assistant Manager**
Shelby Yates

Manual Layout & Design
Ignited Minds LLC

Packaging Design
Hamagami/Carroll, Inc.

Sound
**Casting and
Voice Direction**
Margaret Tang
Womb Music

**Recording/Engineering/
Editing/Voiceover
Effects Design**
Rik W. Schaffer
Womb Music

Activision
Special Thanks
Juan Valdes
Chris Hewish
Mike Fletcher

Steffanie Bullis
Flora Lew
Nicholas Lamia
Matt Morton
Robert Berger
Sasha Gross
Chris Archer
Brian Pass
Aaron Gray
Lalie Fisher
Daniel Firestone
Steve Rosenthal
Derek Racca
Jim Desmond
Brandi Baker
Lori Plager
Allison Gershon

Justin Berenbaum
Stefan Makhouf
Kim Harle
Stacie Hajduk
Maria Bohana
Maryanne Lataif
Michelle Schroeder
Michelle Turk
Kirsten Duvall
Yale Miller
Molly Hinchey
Dan Lazar
Maria Stipp

Activision NA Sales
Michael Kurdziel
Richard Santiago
Kara Kavulich
Clark, Elliot & Cher
Carroll
Julie Cox
Joseph, Micah &
Anyia Mossé
Paula Eisel
& everyone at
Hamagami/Carroll, Inc.

Jessica McConnell,
Brian Smith & everyone
at
Ignited Minds LLC
Brock Anderson &
everyone
at Secret Weapon
Evolution Music Partners

Voiceovers

Phil La Marr	Marty
Wally Wingert	Alex
Stephen Stanton	Melman
Bettina Bush	Gloria
Chris Knights	Private



NEW YORK ZOOS AND AQUARIUM

Help save wildlife in Madagascar and around the world
with the Wildlife Conservation Society, operator of the
Central Park Zoo. Look for us on the world wide web
to see how you can help and to learn about
the amazing animals of Madagascar.


Customer Support

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: <http://www.activision.com/support>

Our support section of the Web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem.

Note: Internet support is handled in English only.



Phone: (310) 255-2050

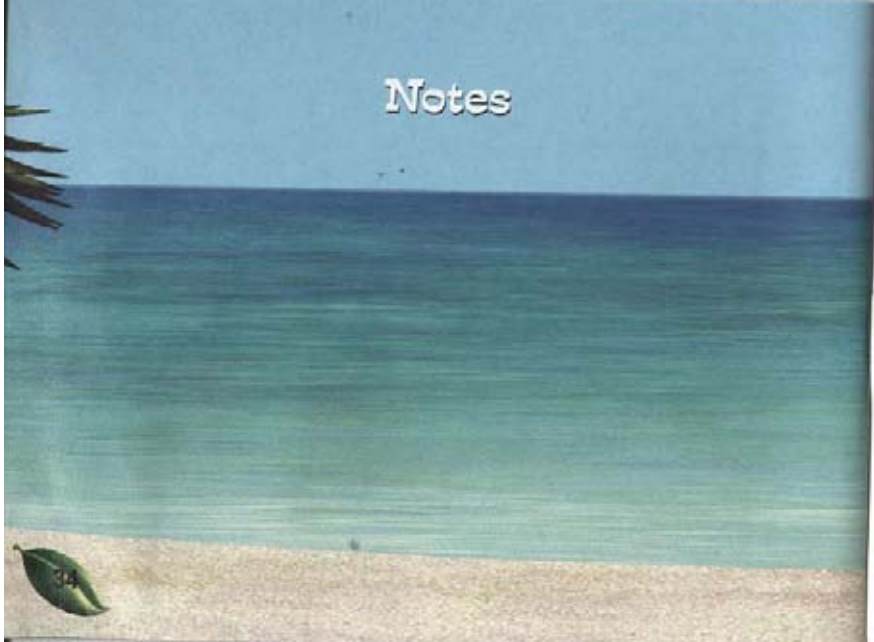
You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision without first contacting Customer Support. It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements.

**Register your product online so we can enter you in our
monthly drawing for a fabulous Activision prize.**

Notes

Notes



Software License Agreement

IMPORTANT - READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product cartridge only in protective packaging and include:

(1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per cartridge replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF

INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California. If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.

Shrek SUPER SLAM

Grab your friends
and have a brawl!

Battle it out with the twisted characters
from the **Shrek** universe in an
all-out slam fest!

Coming to Game Boy Advance Fall 2005.

www.shreksuperslam.com

Slam through 18 over-the-top environments
that test skills and fray nerves.

Play as one of 10 fantasy characters
from the Shrek universe and beyond.

Slam triumphant with each character's
totally twisted fighting move.



Visit www.esrb.org
for updated rating
information.

GAME BOY ADVANCE



ACTIVISION

activision.com

Shrek is a registered trademark of DreamWorks Animation L.L.C. Shrek 2, Shrek Far From Home, and Shrek 3 TM and © 2005 DreamWorks Animation L.L.C. Published by Activision Publishing, Inc. Game © 2005 Activision Publishing, Inc. Activision is a registered trademark of Activision Publishing, Inc. All rights reserved. Nintendo, Nintendo Game Boy Advance and the Official Seal are trademarks of Nintendo. © 2005 Nintendo. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners. Developed by Amaze Entertainment. Madagascar TM & © 2005 DreamWorks Animation L.L.C. All rights reserved. Game © 2005 Activision, Inc. Published by Activision Publishing, Inc. Activision is a registered trademark of Activision, Inc. All rights reserved. Developed by Viacom Viagames. 00763 280 US

Activision, Inc. P.O. Box 67713 Los Angeles, CA 90067



PRINTED IN USA